

CHANNEL **F**™

FAIRCHILD VIDEO ENTERTAINMENT SYSTEM

VIDEOCART™

13

- Robot War
- Torpedo Alley

To play **ROBOT WAR** press **Reset** then **1**. An **M?** appears. Push **1** slowest to **4** fastest for game speeds.

Hand Controller Action. • Right controller for man; left for robots. • Man must move for game to start. • Left, right, forward, backward, diagonal movements for man. • Robot has these plus pushing, pulling & twisting stops robots as long as knob is held in position. • Computer controls robot until controller is moved.

• Release controller and return robots to game control.
Scoring: 1 point each round. Round ends when robot touches man 4 times—4 posts disappear or man

tricks robots into posts 4 times - robots disappear.
To play **TORPEDO ALLEY** press **Reset** then **2**. Speed, time and freeze action can be used with this game.

Hand Controller Action. • Left controllers moves left gun; right moves right. • Twisting changes barrel angle. • Pushing down fires bullet.
Scoring: Lower ship hit = 1 point, Middle ship hit = 3 points, Top ship hit = 5 points. Scores to 99

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FAIRCHILD

Robot War, Torpedo Alley (USA).txt

INSTRUCTIONS FOR VIDEOCART-13 CARTRIDGE GAMES

Exclusively for use with
the Fairchild Video
Entertainment System

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On Your Mark

Insert the Fairchild Videocart Cartridge 13 into your unit until it is seated.
Press the Reset Button and get ready for some action packed games in this
exciting cartridge.

Get Set

A G? will appear on your TV screen asking which game you would like to select
for play.

Go

Press Button 1 for Robot War
Press button 2 for Torpedo Alley

1. Robot War (1 and 2 player)

X	XXX	XXX
X X	X	X X
X X	X X	XXX

Man	Robot	Electric Force Field
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After selecting Robot War an M? will appear asking which motion or speed you
would like. Button 1 is the slowest; button 2 is the next faster; button 3
is faster yet; and button 4 is the fastest. After selecting a speed the
playing field will appear.

Note: No time or hold options are used with this game. To change the selected
speed the game must be reset and started over.

The Play

The field at the start of play contains 1 man, 4 robots and 4 electric force
fields. No play can start until the man is moved. When this is done by
moving the right hand controller left, right, back, forward, or diagonally
(twisting, pulling up, or pushing down does nothing) the robots begin their
pursuit. If during the chase, a robot collides with an electric force field
the robot is destroyed. If the robot catches collides with the man, one
force field is removed and the robot is repositioned randomly somewhere on
the screen. (If two robots collide one is repositioned randomly). Notice
that merely touching an object is not enough; the robot must move so as to
occupy some of the same screen area as the object to score a hit.

The Man

The man can move freely up, down, left, right, corner to corner, and around
the screen and does not have to worry about hitting anything except colliding

Robot War, Torpedo Alley (USA).txt

with the robots. He can go off the edge of the screen and appear on the opposite side re-entering the field as if the field were round. This wrap-around of the field gives an added dimension of travel to the man in his escape from the relentless robots. (The robots can wrap-around also, so be careful!

The Robots -- One Player, Two Player

The robots are controlled by the computer and stalk the man automatically; however, if a 2nd player wishes he may over-ride the computer by simply moving his controller (left, right, forward, back and diagonally). In so doing the 2nd player moves the whole group of robots in unison. He can also return control to the computer by releasing his controller knob in which case the computer again controls the robots.

Note: Twisting either way, pulling up or pushing down by the 2nd player stops the robots as long as the controller knob is held in one of these positions. When the knob is released the robots continue to move.

Strategy

The man can trick the robots and lure them to their destruction by hiding among the electric force fields. The man can move diagonally but the computer controlled robots cannot. Therefore, when playing against the computer the man is able to out-run the robots by moving in the diagonal. But when the robots are controlled by the 2nd player the robots also move diagonally.

A good strategy for the robots involves "splitting" so that the man becomes surrounded. Splitting is accomplished by moving the robots away from the man until one robot has a shorter distance to travel to the man by moving off the screen and appearing on the opposite side. When this occurs you can release the controller knob giving control of the robots to the computer. The computer will automatically converge the robots on the now surrounded man.

Scoring

One point is scored by the winner of a round. If all robots are destroyed by being lured into the electronic force fields the man scores 1 point. If the man is caught 4 times (all the electric force fields disappear) the robots win 1 point. A game can be comprised of several rounds.

Note: When either the man or the robots score reaches 99 that score rolls over to 0 and the game will continue.

Good luck and every one for himself!

2. Torpedo Alley (1 and 2 player)

All options are available in this game. If at any time you wish to alter an option, press the hold button (3) and punch in the corrected selections. Refer to your game instruction book if in doubt.

The field appearing on your TV consists of two guns--lower left and right screen; a field of mines--center screen and 3 rows of ships moving across the screen. The bottom row of ships is moving the fastest, the middle row slower and the top row the slowest.

Torpedo Alley is a one or two player game. One player can play against time; two players can play against each other.

Hand Controllers

Robot War, Torpedo Alley (USA).txt

The players can position their respective guns left or right by moving their hand controller left or right. They also can change the angle of the barrel by twisting left or right. Firing the gun is done by pushing down.

Scoring

If a ship on the lower level is hit 1 point is scored for the player who fired the shot. The 2nd row of ships is worth 3 points and the top row is worth 5 points. When 99 is reached the game stops and an S? appears asking do you want to play again? If you push the start button (4) the game will reset the scores to zero and start the game with the same options you had before. Grab you binoculars and commence firing!

Have Fun

Other exciting Videocart cartridges are available from Fairchild Video Products. See them at your store, or for more information write:

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